Play Roulette and Win System

The following system selects seven numbers to bet on “straight up”. You will be betting straight up on seven numbers next to each other on the Roulette wheel. This system is designed to take advantage of those occasions when the dealer gets into a rhythm and keeps hitting numbers close together for a period of time. If you have played Roulette for a while you have probably seen this phenomenon from time to time yourself.

When the dealer changes his rhythm and starts to hit another section of the wheel we will also change the seven betting numbers to the new section being hit. As we will be betting on seven numbers each spin we only need to get a hit once every five spins to show a profit.

This system was designed for a single zero roulette wheel but it could also be used very profitably with an American double zero wheel. The examples we will use are from a single zero wheel.

Number selection

Firstly, walk around the casino playing floor and look at the numbers being displayed on the electronic score boards next to each roulette wheel. When you see a number on a score board that repeats within the last ten spins check whether one of the three numbers on either side of the repeated number on the wheel also was hit within the same ten spins. If one is, the repeating number is called the “key number”. To clarify this, I will give an example. Say the number “0” repeats within ten spins and the number “3” also is hit within those same ten spins then “0” would be the “key number”. You will be betting on the key number and its six “neighbors”, seven numbers in total.

You can use the matrix at the end of this article to help you determine what are the numbers either side of a repeating number.

When you have found a key number verify that the electronic scoreboard is correct. You can do this by asking another player who has been writing the numbers down at the table whether the last ten numbers displayed are correct. Sometimes a scoreboard is not accurate. So don’t assume that the displayed numbers are correct.

After the key number has been verified, write and circle the key number on your casino score card which you can obtain free of charge from most casinos. This is to avoid any confusion about the correct numbers to bet on. Record all the numbers as they are hit from then onwards.

Bet Placements

The next step is to place some cash on the table to buy 100 chips and place one chip straight up on each of the seven numbers. Keep betting one chip on each of these seven numbers for six spins. If one of the seven numbers is hit within the six spins, bet on the same seven numbers again for another six spins. Bet on the same seven numbers until you get three hits or you have bet for six spins without a single hit.

If you do not get a hit within six spins or the seven numbers have hit three times look for another "key number" within the last ten spins. If there is not another key number within the last ten spins keep recording the numbers until another key number comes along. When another key number comes along commence betting on the new set of seven numbers.

You can optionally double your bet on the fifth bet instead of betting one unit for each of the six spins as previously described. That is, after you have bet one unit on each of the four previous spins without a hit you can optionally bet two units on each of the seven numbers for one final spin. If you use the optional two unit bet on the fifth spin you should not try a sixth bet on those numbers. In that case you should look for another key number.

The advantage of the optional double bet on the fifth spin is that if that spin wins you will get a 30 unit profit (70 – 28 – 12) from the series of bets instead of a one unit profit (35 – 28 – 6). The disadvantage of employing the optional strategy is that you will not have the opportunity of trying for another spin to get a hit. If you do not use the optional strategy and you get a hit on the sixth spin you will recover some of your past lost bets but you will not make a profit on that round of six spins. In that case your total losses for the round will be 6 units (35 – 35 – 6). If you do not get a hit on the six spin round your total losses for that round will be 42 units (7 units x 6 spins).

Some actual roulette numbers follow to illustrate the system:

33	
1	
31	
19	
15	
29	
33	This is the "key number" because "33" was hit within the previous 10 spins and also the number "1" is within three numbers either side of "33" on the single zero wheel. The numbers to bet on are therefore 1, 5, 14, 16, 20, 24 and 33.
24	Profit of 29 units (cumulative profit = +29 units)
33	Profit of 29 units (cumulative profit = +58 units)
10	Loss of 7 units (cumulative profit = +51 units)
11	Loss of 7 units (cumulative profit = +44 units)
33	Profit of 29 units (cumulative profit = +73 units)
29	No bet
8	No bet
8	This is the next "key number" because "8" was hit twice within the previous 10 spins and also the numbers "10" and "11" are within three numbers either side of "8" on the wheel. The numbers to bet on are therefore 5, 8, 10, 11, 23, 30 and 33.
30	Profit of 29 units (cumulative profit = +102 units)
26	Loss of 7 units (cumulative profit = +95 units)
0	Loss of 7 units (cumulative profit = +88 units)
33	Loss of 7 units (cumulative profit = +81 units)

19 Loss of 7 units (cumulative profit = +74 units)
24 Loss of 7 units (cumulative profit = +67 units)
36 Profit of 29 units (cumulative profit = +96 units)
27 Loss of 7 units (cumulative profit = +89 units)
0 Loss of 7 units (cumulative profit = +82 units)
23 Profit of 29 units (cumulative profit = +111 units)
25 No bet
23 This is the next “key number”. The new numbers to bet on are therefore 5, 8, 10, 11, 23, 24 and 30.
20 Loss of 7 units (cumulative profit = +104 units)
21 Loss of 7 units (cumulative profit = +97 units)
8 Profit of 29 units (cumulative profit = +126 units
9 Loss of 7 units (cumulative profit = +119 units)
16 Loss of 7 units (cumulative profit = +112 units)
9 Loss of 7 units (cumulative profit = +105 units)
8 Profit of 29 units (cumulative profit = +134 units)

If you were betting with $5 chips you would have made a total profit of $670 ($5 x 134) from the session. If you were betting with $25 chips you would have made a total profit of $3,350 ($25 x 134) from the above short session

Final Words

Before you go to the casino you should have a profit target and quit when you reach that target. The value of your chips should be the lowest value accepted by the table until you gain confidence and profits.

The matrix on the next page will help you to choose the “key number” and also to easily see its six neighbors. The numbers in red are the key numbers and the blue numbers are their six neighbors. To make it easy for you to place your bets, the numbers in blue are in numerical order not in their order on the wheel. You can photocopy the matrix and take it with you to the casino so that you do not get confused. The casino will not worry about the matrix but it’s best not to flash it around. Try to be discreet, especially if you are winning in a very big way.

Good gambling

0	0	3	15	19	26	32	35
1	1	14	16	20	24	31	33
2	2	4	17	19	21	25	34
3	0	3	12	26	28	32	35
4	2	4	15	19	21	25	34
5	5	8	10	16	23	24	33
6	6	13	17	25	27	34	36
7	7	12	18	22	28	29	35
8	5	8	10	11	23	30	36
9	9	14	18	20	22	29	31
10	5	8	10	16	23	24	30
11	8	11	13	23	27	30	36
12	3	7	12	26	28	29	35
13	6	11	13	27	30	34	36
14	1	9	14	20	22	31	33
15	0	4	15	19	21	26	32
16	1	5	10	16	20	24	33
17	2	6	17	21	25	27	34
18	7	9	18	22	28	29	31

18	7	9	18	22	28	29	31
19	0	2	4	15	19	21	32
20	1	9	14	16	20	31	33
21	2	4	15	17	19	21	25
22	7	9	14	18	22	29	31
23	5	8	10	11	23	24	30
24	1	5	10	16	23	24	33
25	2	4	6	17	21	25	34
26	0	3	12	15	26	32	35
27	6	11	13	17	27	34	36
28	3	7	12	18	28	29	35
29	7	9	12	18	22	28	29
30	8	10	11	13	23	30	36
31	1	9	14	18	20	22	31
32	0	3	4	15	19	26	32
33	1	5	14	16	20	24	33
34	2	6	13	17	25	27	34
35	0	3	7	12	26	28	35
36	6	8	11	13	27	30	36

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